

# QUANG-MINH DANG

Based in FRANCE

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LinkedIn : <https://www.linkedin.com/in/dakwamine>

## SKILLS

### Languages

- Native french
- Intermediate english

### Technical

- Code:
  - o present: PHP, HTML, CSS, Javascript
  - o past: C, C++, C#, Java / Android, Javascript
- CMS: Drupal 8+
- Multimedia: Adobe Photoshop, Illustrator
- Versioning: Git

### Miscellaneous

- Driving licence for cars

## WORK EXPERIENCE

### Drupal Developer, Eurelis

10/03/2017 — 07/10/2017

*Courbevoie, FRANCE*

- Custom module development for the Drupal 8 CMS, multi-site configuration: [us.distributors.bostik.com](http://us.distributors.bostik.com), [sader.fr](http://sader.fr)
- Symfony 3 development for a referral site for Direct Energie

### QA Tester, Nvizzio Creations

18/01/2016 — 30/03/2016

*Montreal (Québec), CANADA*

- Full-time tester on RollerCoaster Tycoon World
- Development test on specific features of the game such as the Steam Workshop integration and the roller coaster builder system
- General QA testing on other aspects of the game: AI, interface, terrain tools, etc.

### Main developer, Blue Pill

28/02/2012 — 30/10/2015

*Paris, FRANCE*

- Video games and interactive apps development with Unity (C#) and cocos2D-x for iOS, Android and PC
- Bit Bit Love, a game for Android (cocos2d-x c++ project): environment art, music, sound effects, ergonomics (gameplay & interfaces), level design, test, iOS port, trailer edit:
  - o Trailer : <https://www.youtube.com/watch?v=A1JLPPnaqDw>

### Web Developer, Multidist

26/10/2010 — 25/02/2011

*Viry-Châtillon, FRANCE*

- Contribution to websites development in PHP 5, MySQL, Javascript, CSS

**Virtools Developer, Serious Factory**

02/03/2009 — 23/09/2010

*Boulogne-Billancourt, FRANCE*

- 3d real time apps development with 3DVIA Virtools
- Management and development of an R&D project for Renault involving a 3d virtual model including facial (emotions and visemes) and body, connected to an online speech software
- Contribution to various serious games and advergames

**Level Designer, LOAD Inc.**

17/03/2008 — 29/08/2008

*Paris, FRANCE*

- Level design of multiple tracks of the RC car game Things On Wheels on Xbox Live Arcade (Xbox360)
- Functional, ergonomics and localization test

**Tester, Visiware**

July 2007 — August 2007

*Sèvres, FRANCE*

- Video game test on mobile devices inside a team of testers

**Tester, White Birds Productions**

February 2007 — May 2007

*Joinville-le-Pont, FRANCE*

- Functional, ergonomics and localization test on the investigation video game Sinking Island inside a team of testers

**Tester, White Birds Productions**

August 2006 — September 2006

*Joinville-le-Pont, FRANCE*

- Functional, ergonomics and localization test on the video game for children Martine à la Montagne

**Tester QA, NevraX**

February 2006 — August 2006

*Paris, FRANCE*

- QA test of the MMORPG The Saga of Ryzom inside a team of testers

**EDUCATION**

**ISART Digital**

2005 — 2008

*Paris, FRANCE*

- Game Designer diploma: Titre de Game Designer, EQF Level 6 / FR code NSF 320v
- Training in game and level design, video game prototyping with 3DVIA Virtools
- Additional 1-year course in Web-Print: Photoshop, Illustrator, storyboard (2005 – 2006)

**Lycée Évariste Galois**

2005

*Noisy-le-Grand, FRANCE*

- Sciences and Industrial Technologies high school degree, good rating